

AMENDMENT TO THE CLAIMS:

This listing of claims will replace, without prejudice, all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

1. (Original) A game ticket, comprising
 - a substrate;
 - a game play area located on the substrate;
 - a customer key area located on the substrate;
 - a removable opaque covering applied to the substrate;
 - a first indicia visually indicating whether the game ticket is a winning ticket, the first indicia being located on the substrate within the game play area and concealed by the removable opaque covering; and
 - a second indicia visually indicating whether the game ticket is a winning ticket, the second indicia including
 - a first player key located on the substrate and concealed by the removable opaque covering; and
 - a second player key located on the substrate within the customer key area,
 - wherein whether the game ticket is a winning ticket is determinable using information from the first and second player keys in combination, but not determinable using only information from one of the first and second player keys.
2. (Original) The game ticket of claim 1, wherein the second player key by itself does not provide enough information to determine whether the game ticket is a winning ticket.
3. (Original) The game ticket of claim 1, wherein the first player key is located within the game play area.
4. (Original) The game ticket of claim 1, wherein the second player key is concealed by the removable opaque covering.

5. (Original) The game ticket of claim 1, wherein whether the game ticket is a winning ticket is determinable upon a comparison of the first and second player keys.
6. (Original) The game ticket of claim 1, wherein
the game ticket is an instant-win lottery game ticket.
7. (Original) The game ticket of claim 1, wherein
the removable opaque covering is a scratch-off layer.
8. (Original) The game ticket of claim 1, wherein
the customer key area and the game play area are located separate and apart from one another on the substrate.
9. (Original) The game ticket of claim 1, wherein
the customer key area is located at least partially within the game play area.
10. (Original) The game ticket of claim 1, wherein
the customer key area is located entirely within the game play area.
11. (Original) The game ticket of claim 1, wherein
at least one of the first and second player keys is a non-numeric and non-alphabetic symbol.
12. (Original) The game ticket of claim 1, wherein
at least one of the first and second player keys is an alpha-numeric character.
13. (Original) The game ticket of claim 1, further comprising:
a third area located on the substrate including a code to at least one of authenticate and validate the game ticket, the code being concealed by the removable opaque covering.

14. (Original) A book comprising:
- a plurality of game tickets, each having:
 - a substrate;
 - a game play area located on the substrate;
 - a customer key area located on the substrate;
 - a removable opaque covering applied to the substrate;
 - a first indicia visually indicating whether the game ticket is a winning ticket, the first indicia being located on the substrate within the game play area and concealed by the removable opaque covering; and
 - a second indicia visually indicating whether the game ticket is a winning ticket, the second indicia including:
 - a first player key located on the substrate and concealed by the removable opaque covering; and
 - a second player key located on the substrate within the customer key area,
 - wherein whether the game ticket is a winning ticket is determinable using information from the first and second player keys in combination and a position of the first player key within the game play area cannot be determined prior to removal of the removable opaque covering.
15. (Original) The book of claim 14, wherein
- a position of the first player key within the game play area floats from game ticket to game ticket.
16. (Currently amended) A method of playing a game of chance, comprising:
- receiving a game ticket having a first indicia visually indicating whether the game ticket is a winning ticket and a first player key and a second player key, the first indicia and the first player key concealed by a removable opaque covering,
 - removing ~~an~~ the opaque covering from a game play area to reveal a the first indicia ~~visually indicating whether the game is a winning ticket;~~
 - removing ~~an~~ the opaque covering ~~and~~ to reveal a the first player key; and
 - using information from the first player key and a second player key to visually determine if the game ticket is a winning ticket.

17. (Currently amended) The method of claim 16, further comprising:
 - removing an opaque covering from a customer key area separate and apart from the game play area to reveal the second player key; and
 - comparing the first player key with the second player key to visually determine if the game ticket is a winning ticket.
18. (Original) The method of claim 16, wherein
 - the game ticket is an instant-win lottery game ticket.
19. (Original) The method of claim 16, further comprising:
 - receiving a prize if the first player key matches the second player key.
20. (Original) The method of claim 16, further comprising:
 - tendering the game ticket for redemption of a prize.
21. (Original) The method of claim 16, further comprising:
 - removing an opaque covering from a third area of the game ticket to void the ticket.
22. (Previously presented) A method for facilitating the play of a game, comprising:
 - providing a first player key in a first area of a game ticket;
 - providing a second player key in a second area of the game ticket;
 - providing game play information in a game play area on the game ticket,wherein whether the game ticket is a winning ticket is determinable upon visual examination of the first and second player keys and is also determinable upon visual examination of the game play information;
 - concealing the first player key and the game play information with a removable opaque coating; and
 - offering the game ticket for sale.
23. (Original) The method of claim 22, wherein the first area is located in within the game play area.

24. (Original) The method of claim 22, further comprising:
concealing the second player key with the removable opaque coating.
25. (Original) The method of claim 22, wherein
the game ticket is an instant-win lottery ticket.
26. (Original) The method of claim 22, wherein
the removable opaque covering is a scratch-off coating.
27. (Original) The method of claim 22, wherein whether the game ticket is a winning ticket is determined by:
removing the removable opaque coating of the game play area so that the first player key is exposed; and
comparing the first player key with the second player key.
28. (Original) The method of claim 22, wherein
the game ticket is a winning ticket if the first player key matches the second player key.
29. (Original) The method of claim 22, wherein
at least one of the first and second player key is a non-numeric and non-alphabetic symbol.
30. (Original) The method of claim 22, wherein
at least one of the first and second player key is an alpha-numeric character.
31. (Original) The method of claim 22, further comprising:
providing a prize upon a tendering of a valid winning game ticket for redemption.
32. (Original) The method of claim 22, further comprising:
providing a code within a third area of the game ticket to at least one of authenticate and validate the game ticket, the code being concealed by the removable opaque coating.

33. (Currently amended) An article of manufacture comprising a computer-readable medium having stored thereon instructions adapted to be executed by a processor, the instructions which, when executed, define a series of steps to be used to control a method for facilitating validation of a game ticket, the method comprising:

providing a ticket having a first and second indicia concealed by a removable opaque covering, the first and second indicia each indicating whether the ticket is a winning ticket, the first indicia being located within a game play area and the second indicia including a first player key located within the game play area and a second player key located within a customer key area,

whether the game ticket is a winning ticket is determinable using information from the first and second player keys in combination.

34. (Previously presented) A method for facilitating the play of a game, comprising:

providing a game ticket to a player, the game ticket having
a first player key in a first area of a game ticket,
a second player key in a second area of the game ticket,
a game play area,

receiving a tender of the game ticket for a prize; and
paying the prize to the player,

wherein, whether the game ticket is a winning ticket is determinable by the player based upon visual examination of game play area and is also determinable by the player based upon visual examination of the first and second player keys.

35. (Previously presented) The method of claim 34, wherein the first player key by itself does not provide enough information to determine whether the game ticket is a winning ticket, and the second player key by itself does not provide enough information to determine whether the game ticket is a winning ticket.

36. (Previously presented) The method of claim 35, wherein the game ticket is a scratch-off instant win lottery ticket.